

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method of providing a streak game, the method comprising:

- (a) displaying the streak game;
- (b) displaying a first streak area associated with the streak game, the first streak area having a first quantity of advancement levels associated with a first streak condition; and
for a single-player;
- (ca) indicating a first opportunity for a said single-player to place a plurality of a first streak wagers ~~wager~~-associated with the a-first streak condition;
- (d) displaying a second streak area associated with the streak game, the second streak area having a second quantity of advancement levels associated with a second, different streak condition;
- (eb) indicating a second opportunity for said single-player to place a plurality of a-second streak wagers ~~wager~~-associated with the second, a-different, second-streak condition;
- (fc) receiving an input from said single-player corresponding to at least one of the first streak wagers ~~wager~~-and the second streak wagers~~wager~~;
- (gd) starting the streak game for said single-player after the input is received;
- (he) displaying a plurality of consecutive rounds of the streak game for said single-player;
- (if) simultaneously tracking whether the first and second streak conditions are satisfied for said single-player,
 - (w) for a first one of the first streak wagers, the tracking including:
 - (1) displaying a first symbol associated with the first streak wager at a first one of the advancement levels

- of the first streak area in response to a first one of the consecutive rounds resulting in a first outcome which satisfies the first streak condition, and
- (2) displaying the first symbol associated with the first streak wager at a second one of the advancement levels of the first streak area in response to a second one of the consecutive rounds resulting in the first outcome which satisfies the first streak condition, and
- (x) for a first one of the second streak wagers, the tracking including:
- (1) displaying a second symbol associated with the second streak wager at a first one of the advancement levels of the second streak area in response to the first one of the consecutive rounds resulting in a second outcome which satisfies the second, different streak condition, and
- (2) displaying the second symbol associated with the second streak wager at a second one of the advancement levels of the second streak area in response to the second one of the consecutive rounds resulting in the second outcome which satisfies the second, different streak condition, and
- (y) for a second one of the first streak wagers, the tracking including:
- (1) while displaying the first symbol at the second one of the advancement levels of the first streak area, displaying a third symbol associated with the second one of the first streak wagers at the first one of the advancement levels of the first streak area in response to the first one of the consecutive rounds

resulting in the first outcome which satisfies the first streak condition, and

(z) for a second one of the second streak wagers, the tracking including:

(1) while displaying the second symbol at the second one of the advancement levels of the second streak area, displaying a fourth symbol associated with the second one of the second streak wagers at the first one of the advancement levels of the second streak area in response to the first one of the consecutive rounds resulting in the second outcome which satisfies the second, different streak condition; and

- (jg) for each if the received input corresponds to one of the first streak wagers wager received from said single-player, providing a first award in response to a first quantity of the consecutive rounds resulting in a plurality of identical first outcomes which satisfy the first streak condition, the first award being based on the received first streak wager; and
- (kh) for each one of if the received input corresponds to the second streak wagers received wager from said single-player, providing a second award in response to a second quantity of the consecutive rounds resulting in a plurality of identical second outcomes which satisfy the second streak condition, the second award being based on the received second streak wager.

Claim 2 (previously presented): The method of claim 1, further comprising: providing a difference between the first and second streak conditions, wherein the difference includes a different quantity of outcomes.

Claim 3 (previously presented): The method of claim 1, which includes displaying a primary game in association with the displayed streak game, wherein:

receiving one of the first and second streak wagers does not include receiving a wager for the primary game.

Claim 4 (previously presented): The method of claim 1, which includes:
displaying a representation of at least one of the first and second streak wagers,
the displayed representation indicating a point value.

Claim 5 (previously presented): The method of claim 1, which includes:
displaying a representation of at least one of the first and second streak wagers,
the displayed representation indicating a monetary value.

Claim 6 (currently amended): The method of claim 1, wherein:
indicating a third opportunity for said ~~single~~-player to place a third streak wager
associated with a third streak condition.

Claim 7 (currently amended): The method of claim 6, which includes:
indicating the third opportunity for said ~~single~~-player to place the third streak
wager before at least one of the first and second streak wagers is resolved, wherein:

- (a) the first streak wager is resolved when one of a first plurality of outcomes occurs after the received input corresponds to the first streak wager, the outcomes including: (i) a non-selected outcome other than the first outcome occurs, or (ii) the first outcome occurs in each of the displayed plurality of consecutive rounds; and
- (b) the second streak wager is resolved when one of a second plurality of outcomes occurs after the received input corresponds to the second streak wager, the outcomes including: (i) a non-selected outcome other than the second outcome, and (ii) the second outcome in each of the displayed plurality of consecutive rounds.

Claim 8 (previously presented): The method of claim 6, which includes:

indicating the second opportunity to place the second streak wager after the received input corresponds to the first streak wager and before the first streak wager is resolved.

Claim 9 (previously presented): The method of claim 6, wherein:
the third streak condition requires a third outcome in each of the consecutive rounds.

Claim 10 (previously presented): The method of claim 1, further comprising:
providing a difference between the first and second streak conditions, wherein the difference includes at least one different type of outcome..

Claim 11 (previously presented): The method of claim 1, wherein:
the first streak wager is associated with a first quantity of the plurality of consecutive rounds and the second streak wager is associated with a second quantity of the plurality of consecutive rounds.

Claim 12 (previously presented): The method of claim 11, which includes:
indicating each consecutive occurrence of the first outcome in the first quantity of consecutive rounds with a first indicator;
moving the first indicator to track the satisfaction of the first streak wager;
indicating each consecutive occurrence of the second outcome in the second quantity of consecutive rounds with a second indicator; and
moving the second indicator to track the satisfaction of the second streak wager.

Claim 13 (previously presented): The method of claim 11, which includes:
indicating each consecutive occurrence of the first outcome in the first quantity of consecutive rounds with a first indicator;
changing the first indicator to track the satisfaction of the first streak wager;
indicating each consecutive occurrence of the second outcome in the second quantity of consecutive rounds with a second indicator; and

changing the second indicator to track the satisfaction of the second streak wager.

Claim 14 (previously presented): The method of claim 11, which includes:
displaying a graph to indicate a ratio of the consecutive rounds for which the first outcome occurred to the first quantity of consecutive rounds; and
changing the graph to indicate a different ratio when a number of the consecutive rounds for which the first outcome occurred increases.

Claim 15 (currently amended): The method of claim 11, which includes:
determining the first award for the ~~single-player~~ based on the first quantity of consecutive rounds; and
determining the second award for the ~~single-player~~ based on the second quantity of consecutive rounds.

Claim 16 (previously presented): The method of claim 15, which includes:
determining the first award based on a first multiplier associated with the first quantity of consecutive rounds; and
determining the second award based on a second multiplier associated with the second quantity of consecutive rounds.

Claim 17 (currently amended): The method of claim 1, which includes:
receiving an input from said ~~single-player~~ independent of any input received from any other player of the streak game.

Claim 18 (currently amended): A method of providing a base game and a streak game, the method comprising:

- (a) providing a first player with an opportunity to play the base game;
- (b) receiving at least one game wager from the first player for a play of the base game;
- (c) receiving a plurality of side wagers from the first player for a play of the streak game, ~~the plurality of side wagers being received independent of any side wager received from any other player of the game~~, the plurality of side wagers including:
 - (i) a first one of the side wagers associated with a first streak condition, the first streak condition requiring a plurality of identical first outcomes, and
 - (ii) a second one of the side wagers associated with a different, second streak condition, the second streak condition requiring a plurality of identical second outcomes;
- (d) starting the base game after at least one of the plurality of side wagers is received from the first player;
- (e) enabling a plurality of consecutive plays of the base game by the first player;
- (f) displaying a first play of the base game for the first player, the first play being one of the plurality of consecutive plays of the base game;
- (g) tracking whether one of the plurality of first outcomes occurs for the first play of the base game;
- (h) in response to one of the plurality of first outcomes occurring for the first play of the base game, providing the first player with an opportunity to place another one of the side wagers associated with the first streak condition while the first one of the side wagers associated with the first streak condition is active;
- (i) displaying a second play of the base game for the first player, the second play being one of the plurality of consecutive plays of the base game;

- (jf) simultaneously tracking a satisfaction of the first and second streak conditions for the first player;
- (kg) providing a first award in response to the consecutive plays resulting in a satisfaction of the first streak condition, ~~the first streak condition requiring a plurality of identical first outcomes,~~ the first award being based on the first side wager; and
- (lh) providing a second award in response to the consecutive plays resulting in a satisfaction of the second streak condition, ~~the second streak condition requiring a plurality of identical second outcomes,~~ the second award being based on the second side wager.

Claim 19 (canceled).

Claim 20 (previously presented): The method of claim 18, wherein:
the first streak wager is received before starting the base game and the second streak wager is received after starting the base game.

Claim 21 (previously presented): The method of claim 20, wherein:
the satisfaction of the first streak condition and the satisfaction of the second streak condition are based on the plurality of consecutive plays of the base game, the first and second streak conditions being satisfiable concurrently in the consecutive plays of the base game.

Claim 22 (currently amended): An apparatus comprising:

at least one display device configured to display an image associated with a game, the game being operable upon:

- (a) at least one game wager receivable from a single player, and
- (b) a plurality of side wagers which are receivable from the single player;

at least one memory device which stores a plurality of instructions; and

at least one processor configured to execute the instructions to:

- (a) cause the at least one game wager to be received from the single player,
- (b) cause a plurality of the side wagers to be received from the single player, the plurality of side wagers being received independent of any side wager received from any other player in the game, the plurality of side wagers including:
 - (i) a first one of the side wagers associated with a first streak condition, the first streak condition requiring a plurality of identical first outcomes, and
 - (ii) a second one of the side wagers associated with a different, second streak condition, the second streak condition requiring a plurality of identical second outcomes.
- (c) start the game after the plurality of side wagers are received from the single player,
- (d) enable a plurality of consecutive plays of the game by the single player,
- (f) cause a display of a first play of the base game for the player, the first play being one of the plurality of consecutive plays of the base game;
- (g) track whether one of the plurality of first outcomes occurs for the first play of the base game;

- (h) in response to one of the plurality of first outcomes occurring for the first play of the base game, provide the first player with an opportunity to place another one of the side wagers associated with the first streak condition while the first one of the side wagers associated with the first streak condition is active;
- (i) display a second play of the base game for the first player, the second play being one of the plurality of consecutive plays of the base game;
- (je) simultaneously track a satisfaction of the first and second streak conditions for the single-player,
- (kf) provide a first award in response to the consecutive plays resulting in a satisfaction of the first streak condition, ~~the first streak condition requiring a plurality of identical first outcomes,~~ the first award being based on the first side wager, and
- (le) provide a second award in response to the consecutive plays resulting in a satisfaction of the second streak condition, ~~the second streak condition requiring a plurality of identical second outcomes,~~ the second award being based on the second side wager.

Claim 23 (previously presented): The apparatus of claim 22, which includes:
at least one instruction, which when executed by the at least one processor, causes the at least one processor to display a representation indicating any occurrences of: (a) the identical first outcomes during the consecutive plays of the game; and (b) the identical second outcomes during the consecutive plays of the game.

Claim 24 (canceled).

Claim 25 (previously presented): The apparatus of claim 23, which includes:
at least one instruction, which when executed by the at least one processor, causes the at least one processor to display:

- (a) a first indicator which is movable along a first path to track a quantity of the occurrences of the first outcome during the consecutive plays of the game, and
- (b) a second indicator which is movable along a second path to track a quantity of the occurrences of the second outcome during the consecutive plays of the game.

Claim 26 (currently amended): The apparatus of claim 25, which includes:
at least one instruction, which when executed by the at least one processor, causes the at least one processor to display the first and second paths simultaneously for the single-player.

Claim 27 (currently amended): The apparatus of claim 25, wherein:
the first and second indicators are associated with the single-player.

Claim 28 (canceled).

Claim 29 (canceled).

Claim 30 (canceled).

Claim 31 (previously presented): The apparatus of claim 25, wherein:
the first path includes a first number of positions which are sequentially indicatable by the first indicator, the first number of positions being associated with the first award; and
the second path includes a second number of positions which are sequentially indicatable by the second indicator, the second number of positions being associated with the second award.

Claim 32 (previously presented): The apparatus of claim 31, wherein:
the first number of positions are linearly aligned or aligned along an arc.

Claim 33 (previously presented): The apparatus of claim 31 wherein:
the second number of positions are linearly aligned or aligned along an arc.

Claim 34 (previously presented): The apparatus of claim 23 which includes:
at least one instruction, which when executed by the at least one processor,
causes the at least one processor to display the representation as at least one graph or
chart.

Claim 35 (previously presented): The apparatus of claim 34 wherein:
the representation includes a bar graph.

Claim 36 (previously presented): The apparatus of claim 34 wherein:
the representation includes a pie chart.

Claim 37 (previously presented): The apparatus of claim 31 which includes:
at least one instruction, which when executed by the at least one processor,
causes the at least one processor to:

- (a) display the first path such that
each one of the first number of positions is a part of a first image;
and
- (b) display the second path such that each one of the second number
of positions is a part of a second image.

Claim 38 (currently amended): An apparatus comprising:
at least one display device;
at least one memory device which stores a plurality of instructions; and
at least one processor configured to execute the instructions to control the display device to:

- (a) display a game image associated with a game operable upon at least one wager, the game image including a first streak area having a first quantity of advancement levels and a second streak area having a second quantity of advancement levels,
- (b) for a single-player of the game:
 - (i) indicate an opportunity for the player to place a plurality of first streak wagers associated with the first streak area,
 - (ii) indicate an opportunity for the player to place a plurality of second streak wagers associated with the second streak area,
 - (iii) simultaneously track any occurrences of:
 - (x) any first streak outcomes achieved by the single player during a plurality of consecutive plays of the game resulting from the first streak wagers placed by said single-player, and
 - (y) any second streak outcomes achieved by the single player during a plurality of consecutive plays of the game resulting from the second streak wagers placed by said single-player, and
 - (iv) display at least one additional image which indicates:
 - (~~wx~~) a first ~~each~~-occurrence of one of the first streak outcomes achieved by said single-player during a plurality of consecutive plays of the game at a first one of the advancement levels of the first streak area associated with a first one of the first streak wagers.

- (x) a second occurrence of one of the first streak outcomes achieved by said player during the plurality of consecutive plays of the game at a second one of the advancement levels of the first streak area associated with a second one of the first streak wagers, and
- (y) a first each-occurrence of one of the second streak outcomes achieved by said single-player during the plurality of consecutive plays of the game at a first one of the advancement levels of the second streak area associated with a first one of the second streak wagers, and
- (z) a second occurrence of one of the second streak outcomes achieved by said player during the plurality of consecutive plays of the game at a second one of the advancement levels of the second streak area associated with a second one of the first streak wagers.

Claim 39 (currently amended): A computer program storage device for providing a streak game, the computer program storage device comprising:

a data storage medium storing a plurality of instructions, which when executed by at least one processor, cause a computer system to:

- (a) receive a first streak wager on a first streak round from a single-player of the streak game;
- (b) receive a second streak wager on a second streak round from said single player, ~~the second streak wager being received independent of any streak wager received from any other player of the streak game;~~
- (c) display a representation of the first and second streak wagers, wherein:
 - (i) the first streak wager is associated with:
 - (x) the first streak round having a first plurality of advancement levels associated with a selected first number of consecutive main rounds; and
 - (y) a selected type of outcome for each main round; and
 - (ii) the second streak wager is associated with:
 - (x) the second streak round having a second plurality of advancement levels associated with a selected second number of consecutive main rounds; and
 - (y) a selected type of outcome for each main round;
- (d) start the streak game after the first and second streak wagers are received from the single-player;
- (e) receive an outcome of a current main round;
- (f) determine whether the received outcome is identical to the selected type of outcome for each main round for the first streak round;
- (g) for each main round for the first streak round, if the received outcome is identical to the selected type of outcome for the main round, display a

- representation of the first streak wager moving to a different one of the advancement levels.
- (hg) determine whether the received outcome is identical to the selected type of outcome for each main round for the second streak round;
 - (i) for each main round for the second streak round, if the received outcome is identical to the selected type of outcome for the main round, display a representation of the second streak wager moving to a different one of the advancement levels.
 - (jh) repeat steps (e) through (gi) at least once;
 - (k) provide an opportunity for the player to place an additional streak wager on the first streak round;
 - (li) for the first streak wager and the additional streak wager, separately track how many of the received consecutive outcomes are identical to the selected type of outcomes for each main round for the first streak round; and
 - (mi) for the second streak wager, track how many of the received consecutive outcomes are identical to the selected type of outcome for each main round for the second streak round, where the first streak round is tracked separately from the second streak round.

Claim 40 (currently amended): The computer program storage device of claim 39 further comprising instructions to cause the computer system to:

indicate an end to the first or second streak round, including paying the single player independent of any other player of the streak game.

Claim 41 (previously presented): The computer program storage device of claim 39 wherein the instructions to receive the first streak wager do not include instructions to cause the computer system to receive a wager for the main round.

Claim 42 (previously presented): The computer program storage device of claim 39 wherein the instructions to display a representation of the first and second streak wagers include instructions executable to cause the computer system to:

indicate a point value of the wagers.

Claim 43 (previously presented): The computer program storage device of claim 39 wherein the instructions to display a representation of the first and second streak wagers include instructions executable to cause the computer system to:

indicate a monetary value of the wagers.

Claim 44 (currently amended): The computer program storage device of claim 39 further comprising instructions executable to cause the computer system to:

receive a third streak wager on a third streak round from said single-player and display a representation of the third streak wager, wherein the third streak wager is associated with the third streak round having a selected third number of consecutive main rounds and a selected type of outcome for each main round.

Claim 45 (previously presented): The computer program storage device of claim 44 wherein:

the third streak wager is received before the first or second streak rounds have ended, wherein the first or second streak rounds have ended when either, after the first or second streak wager has been made, a non-selected outcome occurs or the first or second number of consecutive main rounds equals the number of consecutive main rounds that have ended with a corresponding selected outcome.

Claim 46 (previously presented): The computer program storage device of claim 45 wherein:

the third selected number is equal to the first selected number.

Claim 47 (previously presented): The computer program storage device of claim 39 wherein:

more than one streak round is associated with a single main round.

Claim 48 (currently amended): The computer program storage device of claim 39 further comprising instructions executable to cause the computer system to:

determine a payout for the single-player based on the first or second selected number of consecutive main rounds.

Claim 49 (previously presented): The computer program storage device of claim 48 wherein:

the payout is determined based on a multiplier associated with the first or second selected number of consecutive main rounds.

Claim 50 (previously presented): The computer program storage device of claim 39 wherein the instructions to track how many of the received outcomes are identical to the selected outcomes for the first and second streak rounds includes instructions executable to cause the computer system to conduct said tracking simultaneously for the first and second streak rounds.

Claim 51 (previously presented): The computer program storage device of claim 39 wherein the instructions to track how many of the received outcomes are identical to the selected outcomes for the first and second streak rounds includes instructions executable to cause the computer system to:

change an element of the representation.

Claim 52 (previously presented): The computer program storage device of claim 39, wherein the instructions to track the number of received outcomes that are identical to the selected outcomes for the first and second streak rounds includes instructions executable to cause the computer system to:

display a graph that indicates a ratio of the main rounds having had an outcome that is identical to the selected outcome for the first streak round to the selected number of main rounds that make up the first streak round; and

update the graph to show a new ratio.

Claim 53 (previously presented): The computer program storage device of claim 39, wherein the instructions to display the representation includes instructions executable to cause the computer system to:

display the representation electronically.

Claim 54 (currently amended): A computer program storage device for providing a streak round, the computer program device comprising:

a data storage medium storing a plurality of instructions, which when executed by at least one processor, cause a computer system to:

- (a) receive a first streak wager associated with a first streak round from a single-player;
- (b) display a representation of the first streak wager at a first position on a first path;
- (c) receive a second streak wager associated with a second streak round from said single-player;
- (d) display a representation of the second streak wager at a first position on a second path;
- (e) generate an outcome of a main round;
- (f) determine whether the generated outcome satisfies a first streak condition associated with the first streak round;
- (g) determine whether the generated outcome satisfies a different, second streak condition associated with the second streak round;
- (h) display the representation of the first streak wager at another position on the first path in response to the generated outcome satisfying the first streak condition associated with the first streak round;
- (i) display the representation of the second streak wager at another position on the second path in response to the generated outcome satisfying the second streak condition associated with the second streak round; and

- (i) provide said player an opportunity to place an additional streak wager associated with the first streak round;
- (x) in response to the additional streak wager being received:
 - (1) while the representation of the first streak wager is displayed at another position on the first path, display a representation of the third streak wager at the first position on the first path;
 - (2) display the representation of the third streak wager at another position on the first path in response to the generated outcome satisfying the first streak condition associated with the first streak round;
- (kj) repeat (e) to (ji) until an ending condition is satisfied.

Claim 55 (canceled).

Claim 56 (previously presented): The computer program storage device of claim 54, further comprising instructions to cause a computer system to:

receive the first streak wager before the outcome of the main round is generated and receive the second streak wager after the outcome of the main round is generated.

Claim 57 (previously presented): The computer program storage device of claim 54, wherein:

the first streak wager is associated with:

- (x) the first streak round having a selected first number of consecutive main rounds; and
- (y) a selected type of outcome for each main round; and

the second streak wager is associated with:

- (x) the second streak round having a selected number of consecutive main rounds; and
- (y) a selected type of outcome for each main round.

Claim 58 (previously presented): The computer program storage device of claim 57, wherein:

the selected type of outcome for each main round of the first streak round is identical to the selected type of outcome for each main round of the second streak round.

Claim 59 (previously presented): The computer program storage device of claim 54, wherein:

the first streak condition is satisfiable upon the generated outcome being identical to the selected type of outcome for each main round of the first streak round; and

the second streak condition is satisfiable upon the generated outcome being identical to the selected type of outcome for each main round of the second streak round.

Claim 60 (previously presented): The method of claim 18, including:
providing a difference between the first and second streak conditions, the difference including a different quantity of outcomes.

Claim 61 (previously presented): The method of claim 18, which includes providing a difference between the first and second streak conditions, the difference including at least one different type of outcome.

Claim 62 (previously presented): The apparatus of claim 22, which includes a difference between the first and second streak conditions, the difference including a different quantity of outcomes.

Claim 63 (previously presented): The apparatus of claim 22, what includes a difference between the first and second streak conditions, the difference including at least one different type of outcome.

Claim 64 (previously presented): The computer program storage device of claim 39, wherein there is a difference selected from the group consisting of: (a) a difference between the selected first number and the selected second number; and (b) a difference between the selected type of outcome.

Claim 65 (previously presented): The computer program storage device of claim 54, wherein there is a difference between the first and second streak conditions, the difference being selected from the group consisting of: (a) a different quantity of outcomes; and (b) at least one different type of outcome.